

Get Along

COPPER **NOB**
BY STEPHEN B. B. B.

Count: 32

Wall: 4

Level: Improver

Choreographer: Linda Hayden - September 2018

Music: Get Along - Kenny Chesney



Intro: 16 counts, starts on the vocals

Right Wizard Step, Left Wizard Step, R Rock Recover, 1/2 Turn Shuffle to Right

- 1-2 & Right Wizard: - Step right foot forward to the right diagonal, lock left foot behind right foot, step right foot forward to the right diagonal
- 3-4 & Left Wizard : Step left foot forward to the left diagonal, lock right foot behind left foot, step Left foot forward to the left diagonal
- 5-6 Rock forward Right, Recover Left
- 7&8 Turn ¼ right stepping onto right, step left next to right, turn ¼ right stepping right forward

Left Wizard Step, Right Wizard Step, Left Rock Recover, Left Coaster Step

- 1 - 2 & Left Wizard - Step left foot forward to the left diagonal, lock right foot behind left foot, step Left foot forward to the left diagonal
- 3-4 & Right Wizard - Step right foot forward to the right diagonal, lock left foot behind right foot, step right foot forward to the right diagonal
- 5-6 Rock Forward Left Recover Right
- 7&8 Step back onto the left foot, step right next to the left, step forward onto left

Right Side Behind and Heel Ball Cross, 1/2 Hinge Turn to Right, Cross Shuffle

- 1-2 Right step to right side, cross left behind R
- &3&4 Right step to right side, touch left heel diagonal forward, left step next to right, right step across left
- 5-6 Turn ¼ right stepping left back, turn ¼ right stepping right to side
- 7&8 Cross left over right, step right together, step left over right

Step On Right, Left 1/4 Turn Sailor, Full Turn Left, Right Shuffle Forward, Step On L

- 1 Step on the R
- 2&3 Cross left foot behind right and step as you turn ¼ to left, step right to right side, step left foot to left side
- 4-5 Turn ½ to the L and step back on R, turn ½ to the Left and Step forward on L
- 6&7 Step right forward, step left beside right, step right forward
- 8 Step On Left

Repeat

Contact: danceranch@yahoo.com